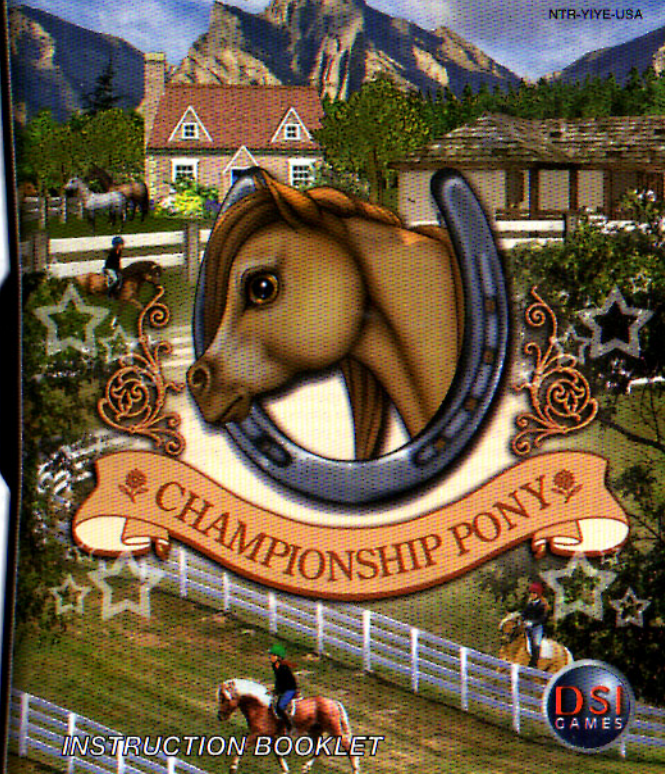


NTR-YIYE-USA

NINTENDO DS™

Destination Software, Inc.
700 Liberty Place, Sicklerville, NJ 08081
1-856-262-0065
www.DSI-Games.com

PRINTED IN USA



INSTRUCTION BOOKLET

DSI
GAMES

EmuMovies

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™
VIDEO GAME SYSTEM.



© 2007 Merscom, LLC. All rights reserved. All other trademarks and copyrights are properties of their respective owners.

LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

CONTENTS

Introduction	4
Getting Started	4
How To Play	4-6
Riding School	7
The Stables	7-8
The Shop	8-9
Pasture	9
Events	10
Credits	11

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Introduction

Welcome to Championship Pony! Experience the excitement of competing in three exciting day events across six different countries. Can you test yourself in some of the toughest events worldwide?

Getting Started

Correctly insert the Game Card into your Nintendo DS™ system. Switch on the system. Press START at the title screen.

WARNING: Inserting a Game Card when the system is already on might result in damage to the Game Card.

How to Play

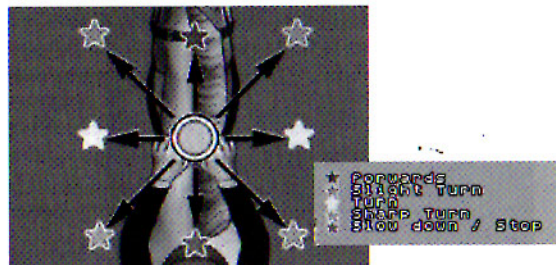
When you begin a new game of Championship Pony, you will be able to set up your character and pick a horse before you begin.

Once you have chosen a look for your character and picked your horse, Gerry, the instructor, will show you around the riding school and test your abilities in several simple training sessions.

Menu Navigation

All of the menus in Championship Pony can be navigated by using the Touch Screen on your Nintendo DS. Pressing the B Button while in any of the menus will return you to the previous menu.

Cross Country / Show Jumping



Place the Nintendo DS™ stylus over the blue cursor. Slide the Nintendo DS stylus in the direction you want to move. Double tap the Touch Screen to jump.

Action	Touch	Alternate
Move your horse forward or backward	Slide the blue control icon forwards or backwards	Press the + Control Pad Up or Down
Turn your Horse left or right	Slide the blue control icon to the left or right	Press the + Control Pad Left or Right
Make Your Horse jump an obstacle	Double tap the Touch Screen	L or R Button

Dressage



When competing in a Dressage event, Dressage icons will appear in a specific sequence on the top screen. A selection of Dressage Buttons will then appear on the bottom screen. Use the Nintendo DS stylus to touch the buttons in the same order (top to bottom) before they disappear.

Pause Menu

At any time while in an event, press START to bring up the pause menu. From the pause menu, you can resume playing, restart an event, or quit back to the riding school at any time.

Riding School

Welcome to Championship Pony! From the Riding School main menu, you can enter events, look after your horse, or go to the stables shop.

- **Stables**—Choose accessories for your horse, dress your character, and look after your horse.
- **Shop**—Buy horses or accessories.
- **Pasture**—View your horses roaming the pasture.
- **Events**—Choose from Cross Country, Show Jumping, and Dressage events from 6 different nations.

The Stables

Tack Room

In the tack room, you can add any accessories bought from the shop to your horse. Change the color and style of your horse's bridle, saddle, hooves, and hair. Treat your horse to a new look using money earned by completing events.

Dressing

The Dressing menu allows you to customize the look of your character. Give your rider different hats, jackets, and jodhpurs. You can also change your character's hair color!

Caring

Look after your horse to increase its loyalty towards you. This important bond will allow you to perform better in all events as the understanding between you and your horse improves. There are different mini-games to play that will help to increase your horse's loyalty.

Training

When you start at the riding school, Gerry will use a simple training course to put you through your paces. Select the training option from the stables to repeat this section.

The Shop

When you first arrive at the Riding School, Gerry will give you a horse and some money to buy a bridle and a saddle. As you play through the events, you will earn prize money that allows you to either buy more accessories to treat your current horse, or purchase a completely new horse.

Your total amount of available money is shown on the top screen while you are in the shop. Touch the checkout icon next to the cash register to buy a horse / accessory. If the icon is faded, you do not have enough money to buy the selected horse.

Buying a Horse

When buying a new horse, there are two sets of icons displayed:

- The number of stars displayed shows how fast the horse is.
- The number of hearts displayed shows how loyal the horse is. Remember that a horse's loyalty can be increased at any time by playing one of the caring mini-games.

The price tag displayed next to the horse shows how much it will cost. Touch the checkout icon to confirm the purchase.

Buying Accessories

You can purchase four types of accessories for your horse:

Bridles

Saddles

Hoof Accessories

Mane Styles

The price tag displayed next to the accessory shows how much it will cost.



The Pasture

When you buy a new horse, it will be taken here. When you have several horses, you can choose which one you want to ride, stroke, or dress by touching them with your Nintendo DS stylus.

You can also check the speed and loyalty of your horse in the Pasture.



Events

Once you have completed your training, Gerry will instruct you to attempt your first event. You can choose from Cross Country, Show Jumping, and Dressage events from 6 different nations.



Cross Country events are a test of both riding and jumping skill. A great event to practice your all-around abilities.



Show Jumping is a pure test of jumping skill. This event really tests the trust that has been built up between the horse and its rider.



Dressage is a challenge of skill and control. The bond between horse and rider is incredibly important in this event, so make sure your horse's loyalty is as high as possible.

Once you have finished an event in third place or higher, your winner's trophy will be displayed by the event on the select screen. You must get a trophy in all three disciplines to complete an event and open up the next competition.

CREDITS

COYOTE LEAD CODE

Shaun Don

LEAD ART

Emma Denson

LEAD DESIGN

Tom Bennett

CODE

Kingsley Pratt

Gabor Dorka

QA

Chris Glover

ART SUPPORT

Dugan Jackson

PROJECT MANAGEMENT

Andy Spanswick

Matthew Nagy

ORIGINAL DESIGN

James Wright

Ian Masters

OCTAGON

EXECUTIVE PRODUCER

Jay Powell

PRODUCER

Jeff Friedlander

QA

Sarah Gray

Jessica Harper

SPECIAL THANKS TO

Kirk Owen, Lloyd Melnick,
Nick Quante, Matthew Shetler

DSI

VP OF DEVELOPMENT

Paul Tresise

EUROPEAN

DEVELOPMENT MANAGER

Aeron Guy

PRODUCER

James Davis

US DEVELOPMENT MANAGER

Pierre Roux

ECI-INTERACTIVE QA

MANAGING DIRECTOR

Rupert Young

QA MANAGERS

Rajesh GS

Sharad Chaturvedi

TEST LEADS

Jeffin Raj

Debdeul Baul

QA TEAM

Kaushik Raul

Girish GS

Shashank Ambre

Jerry Joseph

Amit Chalke

DESTINATION SOFTWARE, INC. (DESTINATION) warrants to the original purchaser only of this DESTINATION software product that the medium on which this software program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This DESTINATION software program is sold "as is", without express or implied warranty of any kind, and DESTINATION is not liable for any losses or damages of any kind resulting from use of this program. DESTINATION agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any DESTINATION software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game pak, free of charge to the original purchaser (except for the cost of returning the game pak) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the DESTINATION software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DESTINATION. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DESTINATION BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS DESTINATION SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. Repairs/Service after expiration of Warranty - If your game pak requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.DSISGames.com

DESTINATION SOFTWARE, INC. Consumer Service Dept. (856) 262-0065

700 Liberty Place, Sicklerville, NJ 08081.

NOTES